

ABSTRACT

The present invention is an electronic game that includes a first portion with a circuit capable of channeling data, vibrating means and at least one interface slot. At least one preselected input device is adapted to be received in the slot and engage switches electrically connected to the circuit. A second portion is adapted to be connected to the first portion to form a game body, whereby the game body is adapted to vibrate and move via the vibrating means when triggered by the circuit based on the switches engaged by the preselected input device.